

# SUPREME WARRIOR

Digital Cinema



## WARNINGS

### COMPUTER MONITOR WARNING

### IBM OR COMPATIBLE AND MACINTOSH CD-ROM USE

Read Before Using Your CD-ROM

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid leaving still images on your monitor screen for long periods of time.

This CD-ROM can only be used with IBM or compatible and Macintosh computer systems. Do not attempt to play this CD-ROM in any other CD player; doing so may damage the headphones and speakers.

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Unless otherwise stated, the characters and events portrayed in this game are purely fictional and any similarity to other persons, living or dead, is purely coincidental.

### HANDLING YOUR CD-ROM

- Avoid bending the compact disc. Do not touch, smudge, or scratch its surface.
- Do not leave the compact disc in direct sunlight or near a radiator or other source of heat.
- Always store the compact disc in its protective case.

### ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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TO LIVE A FULL LIFE IS TO WIN...  
TO LIVE TO WIN ONLY IS TO LOSE!  
- OLD CHINESE PROVERB

upon a time, there was a famous warrior named Wei Jian Tsen, who waged many battles and became ruler of many lands. After each victory, he would go into the mountains to meditate on what he had learned that day. On one of these journeys, he met a simple craftsman named Dai Bing, who recognized that Wei Jian Tsen had learned the way of a true warrior by balancing the forces of good and evil within himself. As a tribute to Wei Jian Tsen, Dai Bing (in reality the great sorcerer Ka Fung) crafted a mask that could be broken into two halves, one representing good and the other evil. When the two halves of the mask were joined, the wearer would possess supreme power.

Wei Jian Tsen used the power of the mask wisely for many years. Then darkness entered his household. His beloved Mei Tu, second wife to Wei Jian Tsen, came under the spell of the Black Flower Cult, an ancient society feared for its acts of evil sorcery and murder. While under the influence of the Cult, Mei Tu gave birth to their only son - Fang Tu - and plotted to steal the magical mask from Wei Jian Tsen. Discovering the sinister intent of Mei Tu, Wei Jian Tsen became afraid of the evil she might loose on the world and had her executed to save his people.


Fang Tu was too young to understand his father's actions and became filled with hatred. His father pleaded with the young man to understand the reality of Evil in the world, but he rejected his father and left the clan. Wei Jian Tsen feared the worst and divided the mask into its two parts: half he placed in the care of Master Kai Chi Tien, the eldest and most respected of the Shaolin monks; the other half he kept by his side.

For many years, peace returned to Wei Jian Tsen and his people. Then one day, under the evil influence of the Black Flower Cult, Fang Tu returned to his homeland to kill his father and reclaim the mask.

Master Kai heard of Fang Tu's dastardly deed. He knew that Fang Tu would soon learn the location of the half of the mask Wei Jian Tsen had kept and knew that he had to remove this potent treasure from its resting place.

Already, Fang Tu was threatening the village that was home to Master Kai's secret sanctuary, and Kai knew that Fang Tu would study his every move. So Master Kai sent a stealthy assistant into the mountains to summon his most trusted disciple of the Ancient Order of the White Robe to come to Master Kai's aid bearing his half of the mask.

The hardest step in any journey is always the first...



# SUPREME WARRIOR

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This Supreme Warrior User Manual assumes you are already familiar with the basic operation of your computer and CD-ROM drive. If you have any questions regarding the operation of either of these, please consult the documentation that was provided with your hardware.

First, turn on your computer, and allow it to boot completely. Then insert either Supreme Warrior disc into your CD-ROM drive.

**NOTE:** Some CD-ROM drives require that the CD must first be placed into a caddy before being inserted into the drive. If your drive uses a caddy, first place the CD into a caddy, and then insert the caddy into your drive.

### WINDOWS 95 SETUP

**1** When you insert either Supreme Warrior disc into your CD-ROM drive, Windows 95 will automatically display a dialog box. This auto-play dialog gives you three options: **Play**, **More Options** and **Quit**.

**2** Select **Play** to begin Supreme Warrior.

### WINDOWS 95 TROUBLESHOOTING

If Supreme Warrior fails to run after selecting **Play**, you may have to make a few adjustments to your **Auto-play Launcher's** settings. To do this, first select the **More Options** button. Four additional options will become visible:

**Setup Game** allows you to specify which sound card you are using. See **Sound Card Selection** later in this manual for more details.

**Diagnostics** runs a test program which determines some specific performance capabilities of your computer. You usually won't have to use this option unless asked to do so by a Digital Pictures customer support technician.

**Help** offers some suggestions as to why Supreme Warrior may not be running on your computer and what you can do to solve the problem.

The **Run in DOS** check box option allows you to determine whether Supreme Warrior runs directly under Windows 95 or under Windows 95's DOS compatibility mode. Depending on your computer's configuration, sometimes Supreme Warrior will run in one mode and not the other. If Supreme Warrior fails to run directly under Windows 95 (the default with the box unchecked), try checking the box to run in the DOS compatibility mode.

**Fewer Options** hides these additional options that were made visible by selecting the **More Options** button.

If you decide not to run Supreme Warrior at this time, selecting **Quit** will close the **auto-play dialog box**.

(In DOS compatibility mode you will be able to have other applications running in Windows 95. In MS-DOS mode, all other applications must be shut down to play Supreme Warrior.)

**Fewer Options** hides these additional options that were made visible by selecting the **More Options** button.

If you decide not to run Supreme Warrior at this time, selecting **Quit** will close the **auto-play dialog box**.

**NOTE:** If your computer does not recognize your CD-ROM drives in MS-DOS mode, you might need to edit your autoexec.bat file. The Windows 95 install program may disable a line in your autoexec.bat file that is necessary to access your CD ROM in MS-DOS mode. In DOS mode, type:

**EDIT c:\autoexec.bat**

The line you need to change looks like this:

REM - c:\WIN95\COMMAND\MSCDEx.EXE /D:ASPICD0 /e /v

Using the arrow and delete keys, you need to remove the 'REM - ', so the line looks like this:

c:\WIN95\COMMAND\MSCDEx.EXE /D:ASPICD0 /e /v

After making the edit, type **ALT-F** and then **S** to save the file. Then type **ALT-F** and then **X** to exit the program.

**Fewer Options** hides these additional options that were made visible by selecting the **More Options** button.

If you decide not to run Supreme Warrior at this time, selecting **Quit** will close the **auto-play dialog box**.

## MS-DOS SETUP

### 1 Exit Windows.

Supreme Warrior does not operate under Microsoft Windows versions prior to Windows 95. If you are running an earlier version of Windows, exit Windows and return to DOS.

To Exit Windows:

Find the Program Manager window. Pull down the FILE menu and choose EXIT WINDOWS. NOTE: After you have exited from Supreme Warrior, you can re-enter Windows by logging onto your hard disk and typing **win** at the DOS prompt.

### 2 Log onto your CD drive.

For example, if your CD is drive D, at the DOS prompt you would type **D:**. Then press the **Enter** key.

### 3 Launch the Supreme Warrior application.

At the DOS prompt, type **sw**. Then press the **Enter** key.

## MS-DOS TROUBLESHOOTING

If the Supreme Warrior application failed to execute when you typed **sw**, you can run the Setup application to help determine the problem. To run the Setup application:

**1** Reboot and go to DOS.

**2** Log onto your CD drive.

For example, type **D:** if your CD is drive D. Then press the **Enter** key.

**3** Type **setup** then press the **Enter** key.

This will run the Setup application. From this Setup application screen you can choose a sound card, display additional help information, or run a diagnostics program.

For more details on selecting your sound card, see **Sound Card Selection** below.

**Diagnostics** runs a test program which determines some specific performance capabilities of your computer. You usually won't have to use this option unless asked to do so by a Digital Pictures customer support technician.

**Help** offers some suggestions to determine why Supreme Warrior may not be running on your computer and what you can do to solve the problem.

## MEMORY

Supreme Warrior uses very little conventional DOS memory, but requires 3 MB of extended memory. If your config.sys or autoexec.bat files load enough TSR programs so that less than 3 MB are available, you may need to change these files. For example: SmartDrive™ or Norton™ Cache may be occupying most of your extended memory.

## PERFORMANCE PROBLEMS

Supreme Warrior will not run under versions of Windows prior to Windows 95. If the program fails to run, please exit the pre-Windows 95 operating system and go to DOS.

If performance problems develop under Windows 95, click on the **Run in DOS** checkbox and select "Play Game".

## SOUND CARD SELECTION

In most cases, under both DOS and Windows 95, when Supreme Warrior starts, it automatically detects which sound card you are using and the game begins normally. One of the most common reasons for *Supreme Warrior* failing to execute is that the sound card in your computer cannot be auto-detected. With the Setup application described in the Troubleshooting sections, you can tell *Supreme Warrior* which sound card you are using.

**1** Highlight the appropriate sound card by using the up and down arrow keys on your keyboard, or your mouse. If you don't know which sound card is installed in your system, consult the documentation that came with your hardware.

**2** Press **Enter** to choose the highlighted sound card, or click on the **Choose Sound** button.

**3** The following dialog will appear:  
**Do you want to enter other settings manually?**  
**Yes No Back**

Usually, once you have selected the appropriate sound card from the list, you will not have to enter settings manually. The Setup application will auto-detect the appropriate settings. Type **n** for no or click the **No** button.

If auto-detect fails, you must enter settings manually. Type **y** for yes or click the **Yes** button. You must then enter port, IRQ or DMA channel by using the **up** and **down**

arrows keys on your keyboard or your mouse. Press the **Enter** key after each selection. The port, IRQ and DMA channel numbers should be explained in your sound card documentation.

The **Back** option will close the dialog and return you to the Set Up screen without making any changes.

**NOTE:** The Setup program will create a sound configuration file in a new subdirectory on your hard drive labeled DIGIPIX/SOUND.CFG. The sound card preferences you just set will be maintained in the file so you don't have to enter them again.

## MACINTOSH SETUP Configure your Macintosh

For maximum performance, you must make sure some of your Macintosh settings are properly adjusted.

### 1 Disable Virtual Memory and File Sharing.

Open the Control Panels folder and make sure that **Virtual Memory** and **File Sharing** are turned OFF (If **Virtual Memory** cannot be turned off on your system, reduce it to the minimum possible size). If your CD-ROM drive has a memory cache option, make sure that it is turned OFF. You may also gain performance by disabling AppleTalk™.

### 2 Disable CD-ROM memory cache.

If your CD-ROM drive has a memory cache option, make sure that it is turned OFF. *Supreme Warrior* works much better with the CD-ROM cache OFF. This may seem counterintuitive, and it may not be the case for some other applications, but it is certainly true of *Supreme Warrior*.

### 3 Copy the SOUND MANAGER to your System Folder



Once the *Supreme Warrior* CD has mounted on the desktop, the *Supreme Warrior* CD window will open automatically with the *Supreme Warrior* application and Sound Manager icons inside.

This is **version 3.1** of the Sound Manager and the game's audio is optimized for it. If you already have version 3.1 or higher, you can ignore this step. But if you have an older version of the Sound Manager, you will need to copy version 3.1 to the Extensions folder in your System Folder.

To install the new Sound Manager, drag it from the *Supreme Warrior* CD window onto the *unopened* System Folder on your startup disk. A dialog will ask if it is OK to put this file in the Extensions folder inside your System Folder. Click OK. A second dialog may appear warning you that an older version already exists and asking if it is OK to replace it with the newer version. Click OK.

**NOTE:** You must then **restart** your computer for the installation to take effect.

#### 4 Copy the SUPREME WARRIOR application to your hard disk.

**IMPORTANT!** If you try to start the game by launching the *Supreme Warrior* application directly from the CD-ROM, you will get the following error message:

"Please copy the Supreme Warrior application to your hard disk."

Having the application on your hard drive allows you to switch between the 2 CDs during a game.

#### Launching Supreme Warrior

Double-click on the *Supreme Warrior* application icon on your hard disk to start the game.

If any other applications are running, *Supreme Warrior* will offer to quit those applications for you. If you choose **Yes**, it will quit those applications. If you choose **No**, it won't.

#### Macintosh Troubleshooting

*Supreme Warrior* performs best when it has the maximum amount of memory and processing power that your Macintosh can provide available for its exclusive use.

Make sure that no other applications are running concurrently with *Supreme Warrior*.

In order to help you optimize your Macintosh for use with *Supreme Warrior* we have included a copy of Extensions Manager.

To use Extensions Manager, drag the contents of the "Extensions Manager" folder on CD-ROM One of *Supreme Warrior* onto your unopened System Folder. Click "OK" when the Macintosh reports that it needs to place the two files in specific system subfolders.

Open the Extensions Manager control panel. Every extension and control panel in your system folder will be listed: those in use will be checked; disabled items will be unchecked.

If you have a custom set of extensions and control panels currently in use (as opposed to "All On" or "All Off"), save that set before proceeding. To do so, select "Save Sets..." from the "Sets" pop-up menu and then type "My Set" (or something more descriptive) into the edit text box that appears.

Now prepare a custom set for *Supreme Warrior*. From the "Sets..." pop-up menu, select "All off." Next, click on the control panel for your CD-ROM drive (commonly entitled "Apple CD-ROM," unless you have a third party drive) and the Sound-Manager extension. Check marks will appear next to these two items (if you have a third-party monitor, you should also include the monitor's control panel or extension). Once again, select "Save Sets..." from the "Sets" pop-up menu and then type "SW" (or something more descriptive) into the edit text box that appears.

Quit the Extensions Manager by clicking in the close box. Then restart your Macintosh. You can now launch *Supreme Warrior* by double-clicking its icon on your hard drive.

If you want to return your Macintosh to its former state after playing *Supreme Warrior*, open the Extensions Manager and select "My Set" (or whatever you titled this set). If you were previously using the "All On" or "All Off" setting, choose that. Then close Extensions Manager and restart.

Whenever you want to launch *Supreme Warrior* in this manner, start or restart your Macintosh while holding down the space bar. The Extensions Manager will eventually appear and allow you to choose the "SW" subset from the "Sets" pop-up menu.

If you control your system files using another utility like **Now Startup Manager** or **Conflict Catcher**, simply use that utility to create a custom startup set that invokes only the control panels and extensions mentioned above.

These procedures will minimize the amount of memory and processor attention that will be taken up by things other than *Supreme Warrior* so that it and you can get the Macintosh's full attention.

When the game begins, the *Supreme Warrior* Opening Sequence will play. You may press any key to bypass the Opening Sequence. The *Supreme Warrior* Selection Screen will appear.



## THE MAIN SELECTION SCREEN

From the Main Selection Screen you can choose several different options, including which Warlord you would like to battle.

### Selecting Your Opponent

Four pull-down menus appear near the top of the screen. In the first three menus, you may select the Warlord and the specific bodyguard you wish to fight. In the fourth menu, **Training**, you may select one of the three submenus to receive advice on how to fight individual opponents.

### HIGH SCORES

Selecting this displays the current High Score List. High-scoring martial artists can place their names on the High Score List that appears at the end of every game. The Name Entry Screen will appear and you may type your name into the appropriate box.



## APPRENTICE/MASTER/SUPREME

This button cycles through the three skill level options: **Apprentice**, **Master** and, the highest level, **Supreme**.

## ENGLISH/CANTONESE

This toggles the dialog track between English and Cantonese. Try the Cantonese version for a change!

## OPTIONS

### PC Version Only:

When you select the Options button, a list of options will appear: **Controls**, **Resume Game**, **Load Game**, **New Game**, **Save Game** and **Quit**.

From this options list you may resume the game you are playing, load a previously saved game, save the current game, start a new game or Quit the Supreme Warrior application.

The **Controls** item will bring you to the **Keyboard Commands** Screen, described on page 23.

### Macintosh Version Only:

This button brings up the **Keyboard Commands** Screen, described on page 23.

## GIFTS

This displays icons representing all the possible gifts you can earn with each victory. Select each for a description of its benefit to you in battle.

## GONG MASKS

Selecting any of the three masks on Master Kai's temple gong representing Fire, Wind and Earth will immediately take you into battle against one of that Warlord's bodyguards. After all three Warlords have been vanquished, Fang Tu's mask will appear in the center. Select it to confront him.

SUCCESS FLOWS FROM A GOOD PLAN.

DETERMINE YOUR PLAN FROM WHAT HAPPENS BEFORE YOU.

## THE BATTLE SCREEN



Health Chi measures how many hits you can take before being knocked down.

Your opponent's Health Chi measures how many hits he or she can take before being knocked down.

The beads measure Attack Chi - the strength and speed of your blows. Attack Chi drops every time a blow is attempted (as a cost for the blow), and recovers with time.

## FIGHTING STRATEGY

Supreme Warrior is like no other fighting game you have played before. Because you fight just like you would in a real martial arts contest, you must first understand the basic strategy of martial arts fighting to play Supreme Warrior well: attack when your opponent is vulnerable and protect yourself when your opponent tries to attack you.

In many other games, people adopt the strategy of pressing as many buttons as fast as possible, hoping to score an occasional blow or to discover a secret move. Not only would this tire you out if you were a real fighter, you would also look like a fool. Watch your opponent in Supreme Warrior. Strike only when he shows weakness by leaving his face or body unprotected, and strike only when he's close enough to reach.

Also, when you're not on the attack, protect yourself! The old saying holds true: "The best offense is a good defense."

### Attacking

For each attack opening, there is a perfect moment to strike known as the **golden moment**. The closer to that moment you initiate an attack, the more damage you can do to your opponent. Attacking at the right moment is also the way to increase the maximum chi that you can have.

The higher your attack chi, the more damage you can do to your opponent.

Combos and special moves do extra damage. Kicks do more damage than punches.

Punches will connect when your opponent is close. Kicks only work when your opponent is farther away. If you try to kick when your opponent is too close, you will only lose attack chi.

APPRAISE THE FIGHT BEFORE YOU ATTACK.

STUDY THE EXTREMES OF YOUR OPPONENT'S

STRATEGY AND YOU SHALL WIN.

### Blocking

If you do not attempt to block an opponent's blow, you will suffer full damage. If you do block a blow, the damage is reduced. The more accurately timed the block, the less damage you will suffer. Use the most effective type of block depending on where the attack is coming from: right, left or center.

If you block at exactly the right time - not too early, not too late - you will be able to steal energy from your opponent and increase both your health and attack chi. A super-block may also cause damage to your opponent by reflecting back the attack.

IT IS NOT ENOUGH TO KNOW THE BATTLEFIELD;

BE FLEXIBLE, PREPARE TO CHANGE COURSE.

IF YOU ARE TO USE IT STRATEGICALLY.



THE WAY OF THE FIGHT  
DETERMINES YOUR DESTINY.

## DOING BATTLE

KEY

### Punches

- |   |                       |
|---|-----------------------|
| 7 | Left hook             |
| 8 | Two-handed body punch |
| 9 | Right hook            |

### Extended Move Punches

- |         |                 |
|---------|-----------------|
| SHIFT-7 | Left palm heel  |
| SHIFT-9 | Right palm heel |

### Kicks

- |   |                  |
|---|------------------|
| 1 | Left roundhouse  |
| 2 | Front kick       |
| 3 | Right roundhouse |

### Extended Move Kicks

- |         |                |
|---------|----------------|
| SHIFT-1 | Left sidekick  |
| SHIFT-3 | Right sidekick |

### Combination Moves

Any two of the above in quick succession

### Blocks

- |   |             |
|---|-------------|
| 4 | Left block  |
| 5 | Front block |
| 6 | Right block |

## SPECIAL GIFTS

When you defeat an opponent, you will receive special gifts. The bodyguards offer **Bodyguard Powers** which are potent but temporary. The warlords will teach you **Warlord Skills** which can be used against opponents at other locations for the rest of the battle. **NOTE:** A Warlord's skills can't be used against him or his guards.

### Warlord Skills

Buddha  
Palm



SHIFT-4

Leopard  
Strike



SHIFT-5

Phoenix  
Eye



SHIFT-6





### Bodyguard Powers

#### Double Dragons of Strength



**CONTROL-1**  
Increases your attack chi, boosting your fighting power

#### Seven Ancestors Chi Control Stance



**CONTROL-2**  
Your blows do not reduce your attack chi

#### Plum Blossom Rejuvenation Tea



**CONTROL-3**  
Instantly recharges your health and attack chi

#### Golden Pearl of Vitality



**CONTROL-4**  
Boosts your recovery rate

#### Iron Lotus Shield



**CONTROL-5**  
Makes you temporarily invulnerable to your opponent's attacks

#### Jade Turtle of Longevity



**CONTROL-6**  
Boosts your endurance

#### Snake Strike Chi



**CONTROL-7**  
The most effective strike is automatically chosen for you

#### No Shadow Stance



**CONTROL-8**  
Slows down your opponent

#### Tiger's Eye Chi



**CONTROL-9**  
Gives you a signal just before the optimum time to strike

### Secret Moves

Each Secret Move must be stolen from a warlord....you may only use these moves in the final battle against Fang Tu.

#### Earthquake



Z

#### Fireball



X

#### Hurricane



C

### SKIPPING VIDEO SEQUENCES

At any point during a non-fight video sequence, you may press the **SPACEBAR** to bypass the sequence.

### KEYBOARDS WITHOUT NUMERIC KEYPADS

The keyboard controls listed in this manual assume you have a numeric keypad on your keyboard. If your keyboard does not have a numeric keypad, then you can substitute the following keys for the ones listed above:

7 = U	8 = I	9 = O
4 = J	5 = K	6 = L
1 = M	2 = ,	3 = .

### SAVING AND LOADING GAMES PC Version Only:

The save game functions are available using the Options button on the Main Selection Screen described above.

#### Macintosh Version Only:

The save game functions **New Game**, **Open Game**, **Save Game** and **Quit** are accessed from the "FILE" menu in the Menu Bar at the top of the screen. This Menu Bar is hidden while you play Supreme Warrior. However, when you are on the Main Selection Screen simply move the mouse cursor to the top of the screen to make it visible.

### KEYBOARD COMMANDS



#### Keyboard Controls

One of the options available to you is the ability to customize the keyboard controls. You can use the keyboard controls interface on the left of the Options screen to reassign alternate keys to any of your moves or special moves. Simply select a box and type in the new key.

### Fast Graphics Hardware (Macintosh Only)

Most Macintosh computers have graphics hardware fast enough to handle the complex graphics of *Supreme Warrior*. However, some slower hardware may not display *Supreme Warrior* fast enough. If your graphics appear to be running in slow motion, you may want to turn OFF the fast graphics hardware mode by un-checking the Fast Graphics Hardware box.

**CAUTION:** While turning this mode off may increase the speed of some display cards, most graphics hardware will not work properly with this mode turned off.

### Show Training Icons

(Not available in Supreme level).

Selecting this option turns on helper icons which guide your moves. During a battle, you will see icons for feet, indicating opportunities to kick, and icons for hands, indicating opportunities to punch.

A hand icon at the top left or right indicates a right or left punch.

A hand icon in the top middle indicates a two-handed body punch.

A foot icon at the bottom left or right indicates a left or right kick.

A foot icon in the bottom middle indicates a front kick.

### Easy Keys

(Not available in Supreme level).

If you are having trouble mastering *Supreme Warrior*, you may want to try the Easy Keys mode. With Easy Keys turned ON, *Supreme Warrior* automatically chooses for you the more effective of either your regular attack move (punch or kick) or your Extended Key attack move (punch or kick). Blocks are not affected by this.

But remember: All the secrets of a Supreme Warrior take patience and ingenuity to learn.

### Extended Key

Hold down the Extended Key to access all of the **extended moves** such as left palm heel or left side kick, and Warlord Skills such as the Buddha Palm. **NOTE:** You must earn each of the three Warlord Skills one at a time by defeating a Warlord. If you have not earned the skill represented by a particular key, the key will be inactive.

The default for this option is the **SHIFT** key, and all of the extended moves described in the previous sections presume this.

However, you can change this key from the **SHIFT** key to any of the other modifier keys on your keyboard with this option.

If you actually press the key on your keyboard you have selected as your Extended Key, the icons in the keyboard controls map on the left of this screen will change to show the Extended Moves in the top and bottom rows and the Warlord Skills in the middle row.

### Bodyguard Powers Key

Hold down the Bodyguard Powers Key to access all of the Bodyguard Powers moves such as Double Dragons of Strength.

The default for this option is the **CONTROL** key, and all of the Bodyguard Powers moves described in the previous sections presume this.

However, you can change this key from the **CONTROL** key to any of the other modifier keys on your keyboard with this option.

If you hold down the key on your keyboard you have selected as your Bodyguard Powers Key, the icons in the keyboard controls map on the left of this screen will change to show the Bodyguard Powers.



### Secret Moves

The three **Secret Moves** at the bottom of the screen always remain the same, but you can assign an alternate key to any of them. Simply select a Secret Move key box and type in the new key.

### PAUSING THE BATTLE

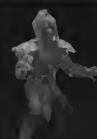
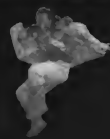
During battles, press the **Escape** key (ESC) to pause the battle. A Pause Screen will be displayed.

This screen lists your fighting statistics against your current opponent. A list of gifts appears at the bottom of the screen. You can select any one of the gifts using your mouse or arrow keys to identify it by name.

Select the **Continue** button to resume your battle.

The **Retreat** button will return you to the Main Selection Screen.

The **Save** button allows you to save the current battle to disk.



YOUR OPPONENT

英雄



YING HEUNG

TO SEE YOURSELF IS TO PROTECT YOURSELF.  
TO SEE THOSE AROUND YOU IS TO DEFEAT THEM.

28

**FULL NAME** Zulkhan, Earth Warlord of the Mongol Province

**ALSO KNOWN AS** No other known aliases

**FIGHTING STYLE** Mongolian wrestling

**SPECIAL SKILLS** Earth is the strongest warrior this planet has known. He has great physical strength, with the ability to press ten tons under optimal conditions. He has great proficiency in wrestling, is deadly with the battle-axe and battle-hammer, and has developed the BUDDHA PALM technique (which results in internal hemorrhaging when applied to an opponent). No fighter has ever survived this vicious strike.

You must also be careful not to get caught by his EARTHQUAKE.

**VULNERABILITY** He has a bad temper, bordering on psychosis. Because of this, he likes to get right in the face of his opponents. If you dare to hit him, watch for openings then.

**BIOGRAPHY** Earth was born Zulkhan, son of a Mongolian soldier and a Turkish slave. Because he looked different from the other children, Zulkhan was always a troubled child. He was very aggressive and learned to fight at an early age. By 15, he had already mastered the arts of Mongolian grappling and close-range fights. He was bigger and stronger than most of the top Mongolian soldiers and would often beat and humiliate them. One day, Zulkhan challenged Chenji Jun, Kublai Khan's best field general, and destroyed him in seconds. Fleeing execution, Zulkhan left for the mountains of Tibet where he was taken in by Wo Ching, a local Warlord and master of the Iron Palm. Zulkhan learned quickly and mastered this technique. Many years later, Zulkhan developed his own style, Iron Body, where his skin was as strong as steel armor and, with every strike, his arms and elbows trembled the earth.

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One day, coming back from a journey, Earth learned that his master, Wo Ching, had battled an incredible fighter and died from this warrior's hands of fire. Earth became crazed with anger and went off to seek revenge. In his near psychotic state, he made a game of destroying any villages that stood in his path. In each town, Earth would raze every building - except the tavern which he would make his home for a short while before journeying on. While searching for his master's killer, Earth encountered a young man who tricked him into thinking that the same killer had murdered the young man's father. The young man told Earth that he would never have to worry about food and shelter and by holding tournaments, they could lure the killer into a trap and take their revenge unmercifully. Unknowingly, Earth revealed his secrets of the Buddha Palm and the Iron Body to this young man, Fang Tu.

**FULL NAME** Stone

**ALSO KNOWN AS** Devil of Stone, Fists of Stone

**FIGHTING STYLE** Mongolian wrestling



**SPECIAL SKILLS** Stone has the strength of an elephant and can crush a man's femur between his thumb and forefinger. He has very strong hands and is more likely to punch than kick.

He has studied the art of Mongolian wrestling and has a natural affinity for its blunt, aggressive style.

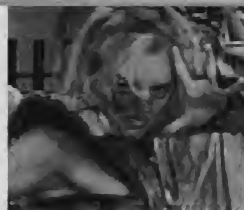
**VULNERABILITY** Stone comes from a simple background and is not a good strategist. He gets frustrated easily and will charge you openly. Wait for those moments to strike.

**BIOGRAPHY** Stone came from a simple family of blacksmiths. His life changed forever when a rebel monk named Hon Qu commissioned him to make vicious warriors' weapons for his gang of thugs who pillaged the countryside. Stone worked diligently for days, and after he was done, would not accept Hon Qu's money. Instead, Stone asked Hon Qu if he would take him in as his understudy and teach him the ways of Evil. Seeing that Stone was such a willing student, Hon Qu accepted. Although Hon Qu's stay was short, Stone excelled at villainy through dedication and his natural strength. Stone was as strong as an elephant and, aside from Earth, was probably one of the strongest men alive. Years later, upon hearing the news of Hon Qu's death, Stone left in search of Earth to offer his help in avenging Hon Qu's death. After a blood bath of retribution against the killer and his clan in which Stone crushed their skulls in a grinding wheel, Earth honored Stone by granting him the position of First Exalted Bodyguard.

**FULL NAME** Ambrosia

**ALSO KNOWN AS** Lady of Snow, Ice Killer

**FIGHTING STYLE** Dahong boxing



**SPECIAL SKILLS** Ambrosia is easily the meanest of all the bodyguards. She delights in torturing her opponents and has mastered the Evil Eye technique which causes her opponents to lose their minds, making them easier to defeat.

**VULNERABILITY** As a child, Ambrosia was a compulsive liar. Now, her body cannot follow her own lead. If she means to deceive her opponent, her body responds by doing the exact opposite. Therefore, she is only able to launch direct frontal attacks. Any feints or fakes result in a weak attack that can be easily countered, thus making her vulnerable to defeat. Though her strength is great, a smart fighter can defeat her by timing blows carefully.

**BIOGRAPHY** Ambrosia was the youngest of five from a very poor household. At the age of 16, she was sold to a wealthy family to be wed. Seizing the first opportunity to escape her fate, Ambrosia fled into the forest near her village. Infuriated by this, the family sent mercenaries to put her to the sword. Coincidentally, Earth was traveling the village on one of his journeys when he saw Ambrosia near execution. The mercenaries turned on Earth thinking he would be easy prey, but were pummeled and run off by Ambrosia right before the stunned Warlord's eyes. Earth desired to take this precocious young helion under his powerful spell of Evil and from that point on, Ambrosia traveled with him and learned the Dark Path from Earth. As years passed, Ambrosia blossomed into a beautiful but deadly woman warrior whose merciless heart and devastating fighting skills instilled fear into all of her unfortunate opponents.

**SPECIAL SKILLS** The Fire Warlord's fighting style is eclectic, incorporating moves from many disciplines. He moves quickly and agilely like a leopard and has mastered all the animal styles of Kung Fu. He mesmerizes his adversaries with snake-like arm movements, but watch out for his kicks.

His most deadly kick, the LEOPARD STRIKE, has been known to separate an opponent's head from his body.

You must also be careful not to get caught by the Fire Warlord's FIREBALL.

**VULNERABILITY** Prince Hatu is overconfident. He will taunt you by leaving open first one side of his face, then the other. Hit him with a hook when that happens.

**BIOGRAPHY** Fire was born Hatu of the Wazuzi tribe on the island of Jiaman (also known as the "Island of Fire"). The Wazuzi tribe worshipped Atianabe, their God of Fire. It was written that the one who could withstand the fire and power of Atianabe in the Inchas mountains for three days would be the rightful leader of the Wazuzi. From the time Hatu was an infant, he was bathed in boiling hot water - preparing him, one day, for this test. As soon as Hatu reached adulthood, he climbed the Inchas mountains, but he had a secret plan. Hatu wanted not only to survive the test of the fire but to stay beyond the three days so that he would become the most powerful man on Earth. After three days Hatu didn't return and the Wazuzi people, thinking that he had not survived the fire of Atianabe, were saddened. After two weeks passed, Hatu came down from the mountains of Inchas radiating like the sun, lava dripping from his hands. The villagers felt the power of Hatu, but something was wrong. The Wazuzi people soon learned that Hatu had become twisted by staying on the mountains of Inchas for so long. Instead of enduring the test, he had become possessed by the fire and was engulfed by the violent side of his nature. Hatu insisted on fighting all of the best warriors from the Wazuzi tribe. After learning their best secret techniques, Hatu killed these warriors while they slept.

Fire believed himself to be the most feared warrior on the face of the earth until a traveler came to the island of Jiaman. He told Fire that masters from other lands did not believe in his power and questioned his techniques. This infuriated the obsessed fighter. He agreed to go with the traveler to his homeland to eliminate these pretenders. This Machiavellian traveler, Fang Tu, learned the secrets of Fire's skills during this time and uses them to great advantage in his quest to crush all opposition.



**FULL NAME** Hatu, Fire Warlord of the Hunan Province

**ALSO KNOWN AS** Son of the Wazuzi; Foreign Devil

**FIGHTING STYLE** Kung-fu, Animal styles



**FULL NAME** Juk-San

**ALSO KNOWN AS** No other known aliases

**FIGHTING STYLE** Kung Fu

**SPECIAL SKILLS** Juk-San has razor sharp blows and can slice an opponent into pieces with his bare hands. He is particularly proficient at the Tongbi (Long Arm) style of Shaolin boxing.

**VULNERABILITY** He is very precise in his movements but will expose his face when he is not careful.

**BIOGRAPHY** Although Juk-San and Hatu (Fire) grew up as best friends, Juk-San felt his abilities as a martial artist were better than Hatu's. Juk-San would always challenge Fire to tests of strength, but Fire would not accept. Years later, Fire came down from the test of the lava mountains and sought Juk-San for the first challenge. Juk-San saw the change in his friend and was afraid to fight. Fire did not accept this answer and insisted that Juk-San must serve him or die. Because he feared for his life, Juk-San agreed to the task and became Fire's most lethal bodyguard, laying waste to any enemy that stood in Fire's way.



**FULL NAME** Chung (remainder of name unknown)

**ALSO KNOWN AS** Little Lau Tsai, The Scorpion

**FIGHTING STYLE** Kung Fu, Northern style

**SPECIAL SKILLS** Chung is extremely flexible. He has the acrobatic abilities of a world class gymnast which he uses to confuse his opponents. He moves around so often that you never know where a blow will come from next.

Chung has trained in the Northern style of Kung Fu specializing in long range techniques.

**VULNERABILITY** Chung will present clearly defined openings as he pauses from his bigger moves. Watch for them.

**BIOGRAPHY** The Wazuzi people had always been known for their strength and agility and Hatu (Fire) was their fiercest warrior. After Fire had been put to the test of the lava mountains, he wanted to fight and defeat everyone in the land and surrounding islands. Chung's master, Lau Tsai, heard of this contest while pillaging a nearby island. Not knowing of Fire's incredible arsenal of tricks which had been stolen from earlier opponents, Lau Tsai traveled to Jiaman to overthrow Hatu and claim the mysteries of the Fire for himself. Master Lau Tsai was promptly killed by the Fire Warlord. Fire realized that Chung was Lau Tsai's most talented student and knew Chung would be a great asset to him with his skill in conquering other lands, so he spared Chung's life. Chung, who had never before seen such pure evil in fighting, was in awe of Fire and became his most loyal bodyguard, killing and maiming without hesitation or emotion.

**SPECIAL SKILLS** Wind has great, nearly superhuman speed. It is said that he can punch a man thirty times before his victim can even feel the first punch. His true hand speed has never been measured, but his running speed has been documented at nearly 60 miles an hour.

His is master of both Northern and Southern Styles, as well as the Shaolin five Animal styles.

His most deadly technique is a flying move which he calls the PHOENIX EYE. You must also be careful not to get caught by his HURRICANE.

**VULNERABILITY** He is very impatient and often makes rash, dangerous decisions. Watch for when he turns his back to you. That is the time for multiple techniques.

**BIOGRAPHY** Wind (Prince Yi as legend has it) was said to have appeared during the Sung dynasty from the old Hua San mountains of Hunan. Prince Yi's domain was a peaceful and serene land. With the help of his wife, Swei-Ling, they set a tone of love and loyalty for their people for many years.

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While on their daily walk, Swei-Ling and their daughter, Shao Hua, were brutally murdered by a group of bandits from a northern territory, known as the Army of the Black Sword. Half-crazed, Prince Yi set out on a vengeful path of murder and destruction looking for the killers. Deep in the forests of Liu Tien, Yi encountered the Black Sword army. This was known as Shreh Zhang, "The War of Blood". Yi possessed the fighting elements of wind. His legs kicked with the speed of a tornado. Yet, even with all these powers, the army of the Black Sword drained Yi. Seriously wounded and unable to fight, Yi was aided by a young general with incredible fighting powers and together they destroyed the Army of the Black Sword.

With the deaths of his family avenged, Yi denounced his own throne and made an oath to protect and destroy all enemies of this young general, Fang Tu, for the rest of his life. Fang Tu gladly accepted Wind's pledge of loyalty and nourished Wind back to health. However, Fang Tu used Wind's weakness to appeal to his darker side. Wind's sinister fascination with occult power betrayed his noble nature, transforming him. He became evil and fought and killed for Fang Tu. He began to enjoy the slaughter, and on any given battle plain, could be seen laughing madly as he crushed his victims one after the next. By spying on Wind when he practiced, Fang Tu learned THE PHOENIX EYE, Wind's deadliest assault.



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**FULL NAME** Prince Yi, Wind Warlord of the Hunan Province

**ALSO KNOWN AS** Black Whirlwind, Black Monsoon, The Vampire Bat

**FIGHTING STYLE** Wu shu





**FULL NAME** Swei-Jin, sister-in-law to Prince Yi  
**ALSO KNOWN AS** Black Phoenix, Black Bird of Fire  
**FIGHTING STYLE** Kung Fu Crane and Mantis style

**SPECIAL SKILLS** Swei-Jin is as deadly as

she is graceful. Her blows carry the force of three men - especially when she lands them in a flurry from the air.

Her fighting skills and hand and foot speed are five times that of a normal human being (her speed is second only to the Warlord known as Wind). She is trained in the Southern style of Chinese martial arts and can deliver ten punches at close range within one second. She has the ability to trap and tie up a man's hands with one hand while delivering rapid punches with the other.

**VULNERABILITY** Swei-Jin likes a lot of

spinning moves. Catch her as she is coming out of one, when she is off-balance.

**BIOGRAPHY** Swei-Jin was the sister-in-law

to Prince Yi. Although Yi was her sister's husband, Swei-Jin was secretly in love with the young prince for many years. She could not control her passion and saw her opportunity after her sister's death. Despite the turn in Prince Yi's ways, Swei-Jin followed him hopelessly. Swei-Jin's beauty was picturesque like her sister Swei-Ling, but her abilities to fight set her apart. Swei-Jin's father was Swei Jao Fung, a famous master of the Crane and Mantis techniques, which is the base of her strong Kung Fu. Swei-Jin furthered her knowledge by learning the flying wind strikes from Prince Yi and later was the only female field general in Yi's army. Swei-Jin's moves are graceful to watch but fatal to the enemies she attacks. She is feared by all as her mindless pursuit of Prince Yi's security leads her to acts of sudden viciousness and brutality.



**FULL NAME** Chao Yen  
**ALSO KNOWN AS** The Masked Assassin  
**FIGHTING STYLE** Wu shu

**SPECIAL SKILLS** Chao Yen flies higher and faster than anyone else. He can leap into the air, spin around and come at his opponents in the blink of an eye.

**VULNERABILITY** Although he has practiced tiedugong (iron abdomen), Chao Yen has a weakness in his stomach. Target there...with more than one move.

**BIOGRAPHY** Chao Yen was a farmer who

tried but barely provided for his family. One day, while plowing the fields with his oxen, Chao Yen did not hear the advances of the Army of the Black Sword. Unfortunately for him and his family, their land was the exact site intended for the ambush of Wind (in what was later to be called the "War of Blood"). Chao Yen came home horrified to find his family murdered. Soldiers of the Black Sword tied Chao Yen and were ready to burn him alive when Wind came upon them. After being freed, Chao Yen witnessed Wind and Fang Tu destroy the Army of the Black Sword. While healing his wounds in Fang Tu's kingdom, Wind began to teach Chao Yen martial arts and the secrets of his techniques. In return, Chao Yen showed his loyalty by becoming Wind's faithful bodyguard. In fact, Chao Yen's devotion is such that he will slaughter mercilessly and without hesitation at the behest of Wind.



**FULL NAME** Fang Tu (translates as Bloody Vulture from Ting Shan, a remote Chinese dialect)

**ALSO KNOWN AS** Wei Shing, Priest Te-Shan, Nurhachi Shuzing

**FIGHTING STYLE** Northern system of Shaolin martial arts, Tibetan White Crane boxing, and Mongolian wrestling

**SPECIAL SKILLS** Fang Tu possesses great strength, able to press approximately 500 pounds. He is master of the Tibetan mystical sciences. He can increase his physical strength to superhuman levels. He has the power to manipulate men's minds even at a distance of 50 feet. He can generate electrical shocks at a distance of thirty feet. He also has the ability to control the amount of blood loss he can sustain in an injury, and though he is not invulnerable to firearms, he has sufficient internal strength to resist bladed weapons.

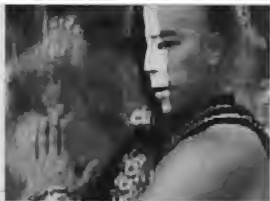
Fang Tu is an expert in the Northern system of Shaolin martial arts, Tibetan White Crane boxing, and Mongolian wrestling. He is also a brilliant medieval alchemist.

**VULNERABILITY** No known weaknesses.

**BIOGRAPHY** Fang Tu was born Wei Shing, son of Wei Jian Tsen, the famous warrior and leader of the Hyena clan. As a child, Wei Shing was brought up by Mei Tu, second wife to Wei Jian Tsen. From her he learned the secrets of the Black Flower Cult, a society which was thought to have been annihilated for its acts of evil sorcery and murder. Discovering the dark power of Mei Tu, Wei Jian Tsen became afraid of the evil that she might unleash on the world. Even though it pained him deeply, he had her executed to save his people. Wei Shing was too young to understand his father's actions and burned with hatred. He left the clan for the village of Fang Ching (in the outer area of Hunan) where he was taken in by his father's old friend, Master Kai Chi Tien, the eldest and most respected of the Shaolin monks. Master Kai told Wei Shing that he must free his mind of his troubled past and not be fueled by thoughts of revenge and bloodshed. Master Kai believed that, through practice of the temple's martial arts, Wei Shing could be disciplined. He was dreadfully wrong.

After he mastered the arts, Wei Shing left the temple and formed the most treacherous group of bandits and killers known as the Army of the Black Sword. For many years, they terrorized man and woman alike. Eventually, Wei Shing - who by now had taken the name Fang Tu - returned to the land of his birth. With his army, Wei Shing wiped out the Hyena clan and killed Wei Jian Tsen (his father) with his own hands. By defeating the Hyena clan, Wei Shing attained his father's most coveted possessions, one half of the Dai Bing mask. Legend has it that he who possesses the Dai Bing mask will have unbelievable powers. As his father begged for mercy from Fang Tu's attack, Fang Tu learned that the other half of the mask had been hidden in the Shaolin temple. To gain the mask, he would have to defeat his old teacher, Master Kai, and Kai's best students. For this, Wei Shing knew he needed the talents of the three most famous and powerful warriors in the land.

In order to convince these brilliant warriors to join him on his quest of destruction, Wei Shing took on the persona of Fang Tu to masquerade himself and his intentions. By fabricating different stories that would deeply affect each warrior, he assembled his band of committed men. Now, with the skills of Wind, Fire and Earth, Fang Tu has become the most feared warrior of all.



**FULL NAME** Xiong

**ALSO KNOWN AS** No other known aliases

**FIGHTING STYLE** Shaolin Kung Fu

**SPECIAL SKILLS** Xiong learned the

Shaolin style of martial arts. He is a master of energy conservation and makes no unnecessary movements. Moving only his leg, he can strike an opponent five times before he blinks.

**VULNERABILITY** Xiong leaves his face

open and can often be caught with a palm heel.

**BIOGRAPHY** Xiong, originally a Shaolin

monk, was forced to leave the temple after killing a fellow monk in a fit of rage. Later, sought by Wei Shing (Fang Tu), Xiong joined the Army of the Black Sword. Xiong became Fang Tu's leading general and strongest warrior. Aside from Fang Tu, Xiong was the most feared man in the Army of the Black Sword. He was infamous for killing over a hundred men in a single battle. Xiong, along with his brother, was the only one not called for duty in "The War of Blood". The remaining warriors were slaughtered. With his brother, Xiong became Fang Tu's bodyguard, coldly killing anyone who slighted Fang Tu in any way.



**FULL NAME** Hing Tien

**ALSO KNOWN AS** No other known aliases

**FIGHTING STYLE** Shaolin Kung Fu

**SPECIAL SKILLS** From an early age

when he mastered the Daozaibei (headstand without support), Hing Tien has been exceptionally good at balance. He can jump in the air and kick an opponent with both his right and left leg.

**VULNERABILITY** Hing Tien is a little

slower than his brother and can be caught glaring at you. Go for the head when this happens.

**BIOGRAPHY** Hing-Tien, brother of Xiong,

was also banished from the Shaolin temple for supporting his murderous brother. Hing-Tien's martial arts skills weren't as polished as his brother's, but was still considered one of the deadliest fighters. Following in his brother's footsteps, Hing-Tien joined the Army of the Black Sword. Wei Shing (Fang Tu) revealed his plans to deceive Wind only to Xiong and Hing Tien. The rest of the Army of the Black Sword was killed as part of the plan. Later, Hing Tien, with his brother, became Fang Tu's bodyguards and were well known for their pitiless and vicious assaults on innocent villagers.

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# KEYBOARD CONTROLS

## Punches

- 7 Left hook
- 8 Two-handed body punch
- 9 Right hook

## Kicks

- 1 Left roundhouse
- 2 Front kick
- 3 Right roundhouse

## Extended Move Punches

- SHIFT 7 Left palm heel
- SHIFT 9 Right palm heel

## Extended Move Kicks

- SHIFT 1 Left sidekick
- SHIFT 3 Right sidekick

## Combination Moves

Any two of the above in quick succession

## Blocks

- 4 Left block
- 5 Front block
- 6 Right block





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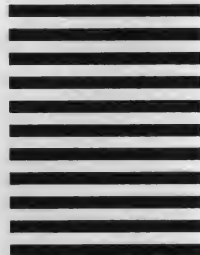
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